

What is claimed is:

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1. A computer, comprising:
    - a. a processor,
    - b. a memory, and
    - c. a stereo viewer loaded in memory, said stereo viewer including a graphical user interface including a viewing window in which wireframes can be viewed with and without texture and a plurality of controls for manipulating a wireframe, a wireframe's texturing or a view of a wireframe.
  2. The computer of claim 1 in which said plurality of controls includes one or more controls for controlling positioning of the neutral plane of a stereo image.
  3. The computer of claim 1 in which said plurality of controls includes one or more controls for adjusting camera offset between points acting as cameras for providing left and right image views of a wireframe.
  4. The computer of claim 1 in which said plurality of controls includes one or more controls for animating a wireframe.
  5. The computer of claim 1 in which said plurality of controls includes one or more controls for selecting display of a wireframe either unrendered or rendered with one of a bit mapped texture from an image used to create the wireframe or a selected surface texture.
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  6. The computer of claim 5 in which when said wireframe is rendered with a selected surface texture, the wireframe is presented as if the surface texture were illuminated from a source of illumination.

7. The computer of claim 1 in which said plurality of controls includes one or more controls for positioning a wireframe.

8. The computer of claim 7 in which said plurality of controls includes at least one control for restoring a wireframe to a default position.

9. The computer of claim 1 in which said plurality of controls includes at least one control for selecting between a stereo view and a non-stereo view of a wireframe.

10. The computer of claim 1 in which said plurality of controls includes one or more controls for magnifying or reducing the size of the wireframe.

11. A computer system, comprising:

- a. a network,
- b. at least one server connected to said network containing files of images to be presented in stereo,
- c. a computer, having a memory and a browser application, connected to said network, for retrieving one or more files of images to be presented in stereo, and

d. a stereo viewer loaded in said memory, said stereo viewer including a graphical user interface including a viewing window in which wireframes can be viewed with and without texture and a plurality of controls for manipulating a wireframe, a wireframe's texturing or a view of a wireframe.

12. The computer system of claim 11, in which said stereo viewer is loaded as a helper application for said browser application.

13. A method of storing wireframe information for presentation as a stereo image, comprising the step of:

5 a. storing x,y,z coordinates of vertices of a wireframe together with u,v coordinates specifying a corresponding location in a bit map containing texturing information.

14. The method of claim 13, comprising the additional step of storing said bitmap in a compressed form with said x,y,z and u,v coordinates.

15. The method of claim 14 further comprising the step of compressing said bitmap in a compressed form and said x,y,z and u,v coordinates into a single file.

16. A method of storing wireframe information for presentation as a stereo image, comprising the step of:

5 a. storing x,y,z coordinates of vertices of a wireframe together with u,v coordinates specifying a corresponding location in a bit map containing texturing information and with animation information.

17. A method of displaying wireframe information stored in a file, comprising the steps of::

5 a. extracting wireframe vertex information and a compressed bit map from said file,

b. decompressing said compressed bitmap, and

c. displaying a wireframe specified by said wireframe information, with texture taken from said bitmap.

18. A method of displaying wireframe information stored in a file, comprising the steps of::

5 a. extracting wireframe vertex information, a compressed bit map and animation information from said file,

b. decompressing said compressed bitmap, and  
c. displaying a wireframe specified by said wireframe information, with texture taken from said bitmap in a sequence of views specified by said animation information.

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19. A computer program product, comprising:  
a. a memory medium, and  
b. a computer program stored on said memory medium, said computer program containing instructions for storing x,y,z coordinates of vertices of a wireframe together with u,v coordinates specifying a corresponding location in a bit map containing texturing information.

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20. A computer program product, comprising:  
a. a memory medium, and  
b. a computer program stored on said memory medium, said computer program containing instructions for extracting wireframe vertex information and a compressed bit map from said file, decompressing said compressed bitmap, and displaying a wireframe specified by said wireframe information, with texture taken from said bitmap.

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21. A computer program product, comprising:  
a. a memory medium, and  
b. a computer program stored on said memory medium, said computer program containing instructions for extracting wireframe vertex information, a compressed bit map and animation information from said file, decompressing said compressed bitmap, and displaying a wireframe specified by said wireframe information, with texture taken from said bitmap in a sequence of views specified by said animation information.

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22. A computer program ~~product~~, comprising:

a. a memory medium, and/

b. computer controlling information stored on said memory medium, said computer controlling information including vertex location information for a plurality of vertices, a bit map of texture for faces of a wireframe and a set of u;v coordinates for each vertex pointing to a corresponding location on said bit map.